IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-14. (Canceled)

15. (New) A method of creating animation in a computer system, the method comprising:

creating a static object in a drawing window wherein the object has one or more components and wherein a representation of a component of the object is placed in a drawing buffer as the component is being drawn;

transmitting the representation to an animation buffer;

displaying the object in an animation window in an animated manner based at least in part on the representation in the animation buffer, such that as the component of the object is being drawn in the drawing window the object is animated and displayed simultaneously in an animation window in the form of an animated object; and

continually updating the animated object displayed in the animation window with data from the drawing window.

16. (New) A method as recited in claim 15 further comprising selecting the component from a pre-existing set of components available to be placed in the drawing window.

17. (New) A method as recited in claim 15 further comprising displaying the component in the animation window upon the release of a pointer device.

Application Serial No. 09/852,520
Attorney Docket No. VULCP003   3

18. (New) A method as recited in claim 15 wherein the drawing buffer is a first buffer, the animation buffer is a second buffer and the method further comprises:

determining data corresponding to position, orientation, and scale of the component at a given time and storing said data in a third buffer;

searching in the third buffer for said data; and

placing the component in the animation window based on said data.

19. (New) A method as recited in claim 15 wherein creating the object and displaying the object simultaneously in an animation window in an animated manner both occur in a single process.

20. (New) A method as recited in claim 15 further comprising using a plurality of drawing implements and modeling techniques to create the object.

21. (New) A method of creating animation in a computer system, the method

comprising:

creating a static object in a drawing window wherein the object has one or more components and wherein a representation of a component of the object is placed in a shared buffer;

displaying the object in an animation window in an animated manner directly from the shared buffer, such that as a component of the object is being drawn in the drawing window the object is animated and displayed simultaneously in an animation window in the form of an animated object; and

continually updating the animated object displayed in the animation window with data from the drawing window.

22. (New) A method as recited in claim 21 further comprising selecting the component from a pre-existing set of components available to be placed in the drawing window.

23. (New) A method as recited in claim 21 further comprising displaying the component in the animation window upon the release of a pointer device.

Application Serial No. 09/852,520
Attorney Docket No. VULCP003   4

24. (New) A method as recited in claim 21 wherein the shared buffer is a first buffer and the method further comprises:

determining data corresponding to position, orientation, and scale of the component at a given time and storing said data in a second buffer;

searching in the second buffer for said data; and

placing the component in the animation window based on said data.

25. (New) A method as recited in claim 21 wherein creating the object and displaying the object simultaneously in an animation window in an animated manner both occur in a single process.

26. (New) A method as recited in claim 21 further comprising using a plurality of drawing implements and modeling techniques to create the object.

Application Serial No. 09/852,520
Attorney Docket No. VULCP003   5